

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS

1-21. (Canceled).

22. (Previously Presented) A method for use with a gaming machine, the method comprising the steps of:

determining whether a game play button of a gaming machine has been actuated by a player;

initiating a play of a first game in response to determining that the game play button has been actuated, wherein the play of the first game comprises activating a plurality of pay lines at a cost to the player of only one wagering unit;

determining whether the play of the first game results in a first game award outcome, wherein the first game award outcome comprises a first predefined combination of symbols associated with at least one of the pay lines;

in response to determining that the play of the first game resulted in the first game award outcome, informing the player that they are entitled to a play of a second game; and

initiating a play of the second game in response to determining that said game play button has been actuated after said step of informing.

23. (Previously Presented) The method as claimed in claim 22, further comprising the steps of: determining whether the play of the second game results in a second game award outcome, wherein the second game award outcome comprises a second predefined combination of symbols associated with at least one of the pay lines;

allowing the player to select at least one of the second predefined combination of symbols; and

awarding the player only one of a plurality of prizes based on the at least one of the second predefined combination of symbols selected by the player.

24. (Currently Amended) The method as claimed in claim 23, further comprising the step of causing the gaming machine to randomly select at least one of the second predefined combination of symbols if the player does not select~~[[ed]]~~ at least one of the second predefined combination of symbols within a period of time.

25. (Previously Presented) The method as claimed in claim 24, further comprising the step of altering the at least one of the second predefined combination of symbols selected by the player or randomly selected by the gaming machine to reveal information about the one of the plurality of prizes to be awarded to the player.

26. (Previously Presented) A gaming machine comprising a game play button; and an electronic controller and a memory storage device comprising software, the electronic controller and the memory storage device being arranged such that the electronic controller can process the software, wherein processing of the software by the electronic controller causes the electronic controller to:

determine whether a game play button of the gaming machine has been actuated by a player;

initiate a play of a first game in response to determining that the game play button has been actuated, wherein the play of the first game comprises activating a plurality of pay lines at a cost to the player of only one wagering unit;

determine whether the play of the first game results in a first game award outcome, wherein the first game award outcome comprises a first predefined combination of symbols associated with at least one of the pay lines;

in response to determining that the play of the first game resulted in the first game award outcome, inform the player that they are entitled to a play of a second game; and

initiate a play of the second game in response to determining that the game play button has been actuated after said electronic controller has informed the player of entitlement to play a second game.

27. (Previously Presented) The gaming machine as claimed in claim 26, wherein processing of the software by the electronic controller causes the electronic controller to:

determine whether the play of the second game results in a second game award outcome, wherein the second game award outcome comprises a second predefined combination of symbols associated with at least one of the pay lines;

allow the player to select at least one of the second predefined combination of symbols;

and

award the player only one of a plurality of prizes based on the at least one of the second predefined combination of symbols selected by the player.

28. (Currently Amended) The gaming machine as claimed in claim 27, wherein processing of the software by the electronic controller causes the electronic controller to:

randomly select at least one of the second predefined combination of symbols if the player does not select at least one of the second predefined combination of symbols within a period of time.

29. (Previously Presented) The gaming machine as claimed in claim 28, wherein processing of the software by the electronic controller causes the electronic controller to:

alter the at least one of the second predefined combination of symbols selected by the player or randomly selected by the gaming machine to reveal information about the one of the plurality of prizes to be awarded to the player.

30. (Previously Presented) The gaming machine as claimed in claim 26 wherein said game play button includes visual indicia informing the player that said game play button is for (1) actuation to initiate play of a base game and (2) actuation to initiate play of a feature game.
31. (New) The method of claims 22, wherein the second game comprises a secondary game series distinct from the first game.
32. (New) The method of claims 22, wherein the first game corresponds to a base game and the second game corresponds to a feature game distinct from the base game.
33. (New) The gaming machine of claim 26, wherein the second game comprises a secondary game series distinct from the first game.
33. (New) The gaming machine of claims 26, wherein the first game corresponds to a base game and the second game corresponds to a feature game distinct from the base game.
34. (New) A gaming machine having a single wager option, comprising
a button associated with a base game and a bonus feature game;
a credit input mechanism to receive credits; and
a controller to initiate the base game in response to actuation of the button if sufficient credits remain to cover the single wager option, and to initiate the bonus feature game in response to actuation of the button if an award outcome of the base game entitles play of the bonus feature game.

35. (New) The gaming machine as claimed in claim 34, comprising
a video display to display the button, and
a touch sensor to sense actuation of the button.
36. (New) The gaming machine as claimed in claim 35, wherein
the base game comprises a spinning reel game having a plurality of reels and a plurality
of pay lines,
the single wager option activates the plurality of pay lines, and
the video display is to display the plurality of reels.
37. (New) The gaming machine as claimed in claim 36, wherein the controller determines an
award outcome of the bonus feature game based upon a combination of symbols associated with
at least one of the pay lines, receives a selection of at least one of the symbols, and awards one of
a plurality of prizes based on the selection.
38. (New) The gaming machine as claimed in claim 37, wherein the controller is to select at
least one of the symbols if the selection is not received within a predetermined period of time.
39. (New) The gaming machine as claimed in claim 38, wherein the controller is to alter the
selected symbol to reveal information about the one of the plurality of prizes to be awarded.

40. (New) The gaming machine as claimed in claim 34, wherein
the base game comprises a spinning reel game having a plurality of reels and a plurality
of pay lines,
the single wager option activates the plurality of pay lines, and
the controller determines an award outcome of the bonus feature game based upon a
combination of symbols associated with at least one of the pay lines, receives a selection of at
least one of the symbols, and awards one of a plurality of prizes based on the selection.

41. (New) The gaming machine as claimed in claim 40, wherein the controller is to select at
least one of the symbols if the selection is not received within a predetermined period of time.